

| Project Title | Funding | Strategic Plan Objective | Institution |
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| Using robotics to promote social cognitive skills in the inclusive classroom | \$0 | Q4.Other | Anthrotronix, Inc. |
| HCC-Medium: Personalized socially-assistive human-robot interaction: Applications to autism spectrum disorder | \$8,000 | Q4.Other | University of Southern California |
| A novel adaptive transactional virtual reality-based assistive technology for autism intervention | \$0 | Q4.Other | Vanderbilt University |
| Adaptive response technology for autism spectrum disorders intervention | \$359,376 | Q4.Other | Vanderbilt University Medical Center |
| Do animations facilitate symbol understanding in children with autism? | \$0 | Q4.S.G | Northeastern University |
| Phase 2: Animated Visual Support for Social Support (AViSSS); An interactive virtual experience for social skill development | \$0 | Q4.Other | University Of Kansas Center For Research, Inc. -- Sped - Special Education Educ Education Administration - Sped - Special Education Educ Education Administration |
| iPrompt to improve teaching students with ASD | \$0 | Q4.L.D | HandHold Adaptive, LLC |
| Design and evaluation of a motion-sensing computer program for teaching children with autism | \$23,100 | Q4.L.D | Center for Autism and Related Disorders (CARD) |
| Comparing table based instruction with Ipad instruction in the teaching of receptive labels. | \$33,250 | Q4.S.C | Center for Autism and Related Disorders (CARD) |
| Wireless EEG system for training attention and eye movement in ASD | \$214,722 | Q4.Other | University of California, San Diego |
| Software to enrich the noun lexicons and lexical learning of children with autism | \$757,099 | Q4.L.D | Laureate Learning Systems, Inc. |
| Daily ratings of ASD Symptoms with digital media devices: An initial validity study | \$150,000 | Q4.S.C | University of California, Los Angeles |
| Utility of social robots for promoting joint attention in infants and toddlers with disabilities | \$0 | Q4.Other | Orelena Hawks Puckett Institute |
| Expanding the reach of toddler treatment in autism | \$18,569 | Q4.L.D | University of California, Davis |
| A non-interactive method for teaching noun and verb meanings to young children with ASD | \$58,900 | Q4.Other | Boston University |
| Assessing interactive avatars for use with children with autism | \$72,883 | Q4.Other | Carnegie Mellon University |
| Evaluation of synchronous online parent skill training | \$10,000 | Q4.L.D | The Research Foundation of the State University of New York |
| Emergent communication skills of nonverbal children with autism facilitated by relational responding | \$57,996 | Q4.S.G | Swansea University |
| Home-based system for biobehavioral recording of individuals with autism | \$353,250 | Q4.Other | Northeastern University |
| I-CONNECT PLUS: Enhancing Community Participation for Adolescents and Adults with ASD Using Online Instruction, Coaching, and Accessible Self-Management Technologies. | \$458,224 | Q4.L.D | University of Kansas Center for Research, INC. |
| Virtual reality applications for the study of attention and learning in children with autism and ADHD | \$384,185 | Q4.L.D | University of California, Davis |
| Using eLearning to train educational staff to implement paired-choice preference assessments | \$66,500 | Q4.S.C | Center for Autism and Related Disorders (CARD) |

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| Randomized trial of a web-based system for building Individualized Education Plans. | \$33,250 | Q4.S.C | Center for Autism and Related Disorders (CARD) |
| SBIR Phase I: A consumer robot designed to help children with autism spectrum disorders practice critical social skills | \$0 | Q4.Other | Interbots LLC |
| Electronic location reporting for individuals with cognitive disabilities | \$704,478 | Q4.S.H | Intellispeak, LLC |
| Virtual Environment for Social Information Processing (VESIP) Phase II | \$0 | Q4.Other | Soar Technology, Inc.. |
| Developing a 3D-based virtual learning environment for use in schools to enhance the social competence of youth with autism spectrum disorder | \$0 | Q4.L.D | University of Missouri |
| A computer-based social intervention for students with high functioning ASD: Using technology to improve special education | \$0 | Q4.L.D | 3-C Institute for Social Development |
| An experimental evaluation of matrix training to teach graphic symbol combinations in severe autism | \$20,000 | Q4.S.G | Purdue University |
| iSKILLS : The audio/video guidance repository for life skills | \$0 | Q4.L.D | University of Georgia; University of Tennessee |
| Dynamic E-Learning to Improve Postsecondary Transition Outcomes for Secondary Students with High Functioning Autism | \$150,000 | Q4.L.D | 3-C Institute for Social Development |
| Effectiveness of a virtual coach application in social skills training for teens with ASD | \$30,000 | Q4.L.D | University of California, Los Angeles |
| Enhancing traditional group social skill instruction using video-based group instruction tactics | \$20,000 | Q4.L.D | Michigan State University |
| Individualized Adaptive Robot-Mediated Intervention Architecture for Autism | \$312,753 | Q4.Other | Vanderbilt University |

